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From Beneath:



Target audience: Mature

Target Platform: PC

Target Rating:

Expected Shipping Date:

Genre: Survival/Horror

Story

B-The character is unhappy with how things are in his life. One day He wishes to forget everything. He then wakes up in a dreamworld without any recollection of who or where he is

M-The character is guided through the dream world with the help of creatures but is also being hunted by monsters. He wants to learn of his past so he follows them and their instructions.

E-Our character is able to completely remember his past and finds out he is about to die with his life flashing before his eyes. He must make the choice of whether he wants to live or let his past win against him.

Gameplay

- Players will have to hide from the monsters and locate keys to open the exit.
- There will be puzzles to obtain the keys
 - Puzzles include Mazes, Word puzzles, riddles, shape puzzles, secret codes, picture jumble,
- The player loses if they are caught/ lose life
- Each puzzle reveals a bit of his past.

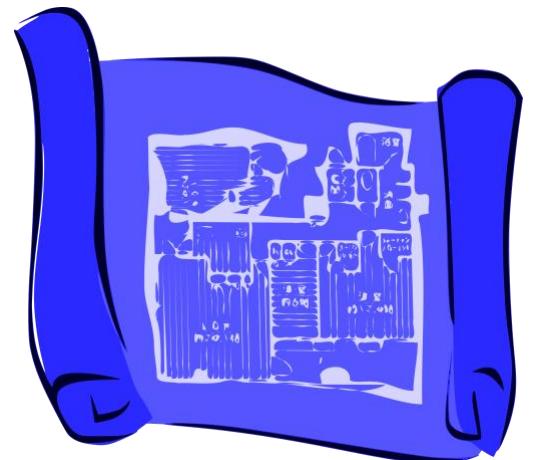


Gameflow:

The game follows a progression of the character's life. It follows chronological order of his life and the events that lead him to where he is to add mystery and be able to learn about the character with the character through flashbacks.



New enemies will appear as you progress with different ways to get past them. You will gain tools and abilities to help you through. Enemies use senses to hunt you but those senses can also help you advance. You must find blueprints or progress through the game to gain new tools to help you advance.



Each stage comes with special advantages and disadvantages to match how old the character was and what he was like around that age.

Character

(*Holden) has been through a lot growing up. All the things that have happened to him or those close to him have shaped him into the type of person he is. He isn't happy with his current life and one day wishes to forget everything.

He wakes up with amnesia and doesn't know who or where he is. (Character with equipment) --->

Appearance

- Brown/orange hair
- Cloak
- Gas mask(item)
- Scar under his right eye
- Scar though lips
- Uses a slingshot that his best friend gave him

About:

- Used to play basketball before injury an injury
- Comes from a bad family



- Ran away from home

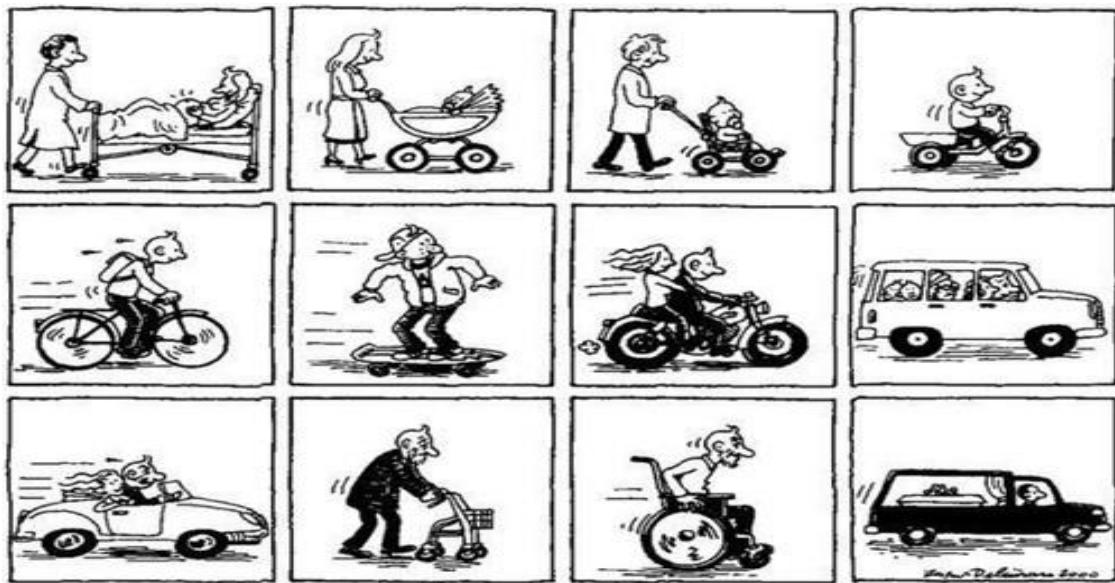


Main Gameplay:

The game is played through story chapters

Each chapter the player gets a better idea of what's going on and why he's there. The levels represent parts of his past and we get a better understanding of Holden as we progress through the game.

- Chapter 1- Childhood
 - Parents used to fight and sometimes hit him
 - Boogeyman and lamia are the bosses of the level that represents Holden's parents
- Chapter 2- Middle school
 - Ran away from home and found an abandoned house where he stays for a while.
- Chapter 3- High School
 - Got basketball scholarships but permanently injured his elbow
 - Where his friend gave him the slingshot. Before he moved.
- Chapter 4 -Final
 - Figures out his past
 - Inverted world
 - Controls glitch out at times.



Gameworld:

The character is asleep so the world is within his dreams/nightmares.

Each level represents part of his memories or personality.



Childhood Room:

- Where he was raised and experienced the trauma of bad parenting

Gym/School:

- He got injured and was unable to play his favorite sport.(basketball)



Abandoned house:

- Runs away from home and finds an abandoned house where he stays

Inverted World:

Representation of the characters mind

- The controls become inverted
- The dream world and reality are coming together

Interface:

- Music can go from calm dream like music to eerie horror music that keeps you in suspense.

Start Menu: Holden lying in bed in a dream world and switches between nightmare and dream

Tool Bag: Similar to games like The Last of Us, You will have a tool bag where you can find all your items and be able to craft tools. You can't pause the game to make tools so that you have to be smart about how and where you make and use them.



Loading screens: A silhouette of Holden walking that is the same age as he would be in the level. Should look like old Movie film.



Health: You have to notice movement and activity to see how much health enemies have. Your screen will change color to show you are losing health.



Mechanics:

The player starts off with no special abilities. Once he encounters enemies he is able to use tools to sneak past certain types of enemies. The way the enemies find you is also the weakness that you can exploit to get passed them. You need to find materials in order to build tools. You also need to find blueprints or progress through the game to obtain tools.

- Sound
 - Noise canceling shoes: help reduce the noise you make
 - Firecrackers: creates a distractions so you can sneak past certain enemies who use sound to find you
- Sight
 - Camouflage Cloak: allows you to sneak past enemies for a certain amount of time
- Smell
 - Deodorants help hide your smell from enemies
 - Stink Bombs- used to misdirect enemies

The main weapon of choice is a sling shot that allows you to use your tools effectively against enemies and reach unreachable places.



There can be upgrades for the tools or character.

- Noise reduction
- Cover smell
- Longer lasting tools
- Quicker tool making
- Accuracy increase

Enemies:

The Boss enemies of the game are monsters that takes shape based on the character's personality/ memories.

They will patrol the area you are finding keys in. When they spot you, they will chase you until they lose you or you are caught.

Some enemies can use different senses to locate you to add variety. Some can see, some can hear, some can smell and some can feel using vibrations.

Final battles are fought without actual combat and relies more on the ability to use the environment to your advantage. Similar to the boss battle in games like Portal 2.

- Lamia and Boogey Man- Child eating demon(Boss)- Represent the parents in monster form
- Shape shifter(Final Boss)- Changes shape so the player must adapt to each form
- Executioner(mini boss)
- Puca- Depending on dialogue choices, it can help or hinder you
- Banshee- uses sound to find you and avoid it using sound distractions.
- Doppelganger(confuse)- Makes you see double
- Shade- souls of the departed -->
- Will o wisp(help)- Helps guide you on the journey
- Basilisk- snake creature, uses sight
- Medusa- Uses sight to find you
- Hell hound- Uses smell



Cutscenes

The game will have cutscenes to show major plot points. For example, in the beginning of the game, each time there is a new level, monster, or item and important conversions between players or in flashbacks. The cutscenes will be made with CG to make the game seem a bit more realistic.



To make the players come back there will be hidden easter eggs, secret cutscenes, and new game plus. Once you finish the game, the story becomes more obvious and you will get reference made throughout the game that you didn't notice before. New places open up in new game plus because you now have the tools to get into the places you couldn't before.

